VZ-200 COMPUTER USERS GROUP OF VICTORIA INCORPORATING LASER 200 OWNERS ACROSS THE GLOBE .

```
V    V  III  SSSSS  U    U    A    L
V    V   I   S      U    U   A A   L
V    V   I   SSSSS  U    U  A   A  L
 V  V    I       S  U    U  AAAAA  L
  V     III  SSSSS   UUU   A   A  LLLLL

DDDD   III  SSSSS  PPPP   L        A     Y   Y
D   D   I   S      P   P  L       A A     Y Y
D   D   I   SSSSS  PPPP   L      A   A     Y
D   D   I       S  P      L      AAAAA     Y
D DDD  III  SSSSS  P      LLLLLL A   A     Y

U    U  N    N  III  TTTTT
U    U  NN   N   I      T
U    U  N N  N   I      T
U    U  N  NN    I      T
 UUU   N    N  III     T
```

WELCOME TO THE FORTH ISSUE OF THE VZ-200 USERS GROUP NEWSLETTER ,VISUAL DISPLAY UNIT .I HAVE HAD LETTERS POURING IN CONCERNING WHAT HAPPENED TO THE GROUP . TO SET THE RECORDS STRAIGHT ,THE GROUP WAS GOING TO CEASE ALL OF ITS OPERATIONS DUE TO THE HIGH EXPENSES OF RUNNING THE GROUP AND RELATED NEWSLETTERS .I HAVE BEEN IN HIDING TRYING TO DECIDE WHAT TO DO .I HAVE STILL MUCH TO CONSIDER BUT UNTIL FURTHER NOTICE THE GROUP WILL BE IN OPERATION .

THE RUNNING COSTS OF THE GROUP HAVE BEEN LAID OUT TO GIVE EVERYONE A UNIQUE INSIGHT TO THE FINANCIAL ORDER OF THE GROUP .FURTHER DETAILS ON PAGE 9 .

THE NEWSLETTER HAS ALSO HAD ITS SHARE OF SET-BACKS SO ANY NEWS ITEMS PROMISED IN THE PREVIOUS ISSUE WILL BE SET ASIDE UNTIL A PROPER MANAGEMENT SECTOR CAN BE ESTABLISHED .WITH THIS IN MIND ,THIS NEWSLETTER HAS FEWER PAGES AND A MAIN CONCENTRATION ON THE CURRENT COMPETITION .FOR THIS REASON WE HAVE FOUR FAIRLY GOOD GAMES PROGRAMS TO SHOW YOU .I HOPE YOU CAN WAIT FOR AN EVEN BETTER NEWSLETTER NEXT TIME .

EDITOR ,

L. CHIODO

VZ CATAPILLAR

THIS PROGRAM HAS BEEN ENTERED BY N. SARAFOUDIS ,AND
I CONSIDERED IT TO BE A GOOD ATTEMPT AT PROGRAMMING
SO HERE IT IS .

```
6 REM CATAPILLAR
7 REM BY NICK SARAFOUDIS 6/3/84
8 POKE30862,80:POKE30863,52
9 GOTO500
10 CLS:V=173:F=0:COLOR3,0
11 M$="▚▞"
15 PRINT@V,M$
17 X=USR(0)
20 P=PEEK(28416)
30 IFP=223THENV=V-1:IFV<160THENV=160
40 IFP=247 THENV=V+1:IFV>190THENV=190
50 FORI=0TOSK
60 PRINT@480+RND(30),"^"
62 NEXT:PRINT
65 D=PEEK(28672+V):E=PEEK(28672+1+V)
66 IFD=30ORE=30THEN490
70 IFD=207ORE=207THENF=F+10:SOUND8,1
72 IFD=223ORE=223THENF=F+20:SOUND16,1
74 IFD=239ORE=239THENF=F+40:SOUND25,1
76 IFD=255ORE=255THENF=F+100:SOUND31,1
90 F=F+1:PRINT@27,F
95 IFF>100ANDF<300THEN300
97 IFF>400ANDF<600THEN320
98 IFF>700 ANDF<850THEN350
99 IFF>1000ANDF<2000THEN400
100 IFF>2000THENSK=4
105 GOTO15
300 COLOR5:PRINT@480+RND(30),"▟"
310 COLOR3:GOTO15
320 COLOR6:PRINT@480+RND(30),"▟"
330 COLOR3:GOTO15
350 COLOR7:PRINT@480+RND(30),"▟"
360 COLOR3:GOTO15
400 COLOR8:PRINT@480+RND(30),"▟"
410 COLOR3:GOTO15
490 SOUND31,5
500 CLS
510 PRINT@7,"[illegible]"
520 PRINT"THE AIM OF THE GAME IS TO "
530 PRINT"MANOUVRE YOUR CATAPILLAR ACROSS"
540 PRINT"THE MUSHROOM PATCH.EATING LEAVES";
545 PRINT"AS YOU GO ALONG."
550 PRINT"          [illegible]"
560 COLOR5:PRINT"LEAF: ▟.....10 POINTS"
570 COLOR6:PRINT"LEAF: ▟.....20 POINTS"
580 COLOR7:PRINT"LEAF: ▟.....40 POINTS"
590 COLOR8:PRINT"LEAF: ▟....100 POINTS"
600 PRINT"     T....[illegible]"
605 PRINT:PRINT"[illegible] <-M LEFT  RIGHT ,->"
610 PRINT:PRINT"ENTER SKILL LEVEL 1-EASY,2-HARD"
620 K$=INKEY$
630 K$=INKEY$:IFK$="1"THENSK=1:GOTO10ELSEIFK$="2"THENSK=2:GOTO10
640 IFF>HC THEN HC=F
650 PRINT@480,"[illegible]";F;"    [illegible]";HC
660 GOTO630
```

INVERSE TEXT DOCUMENTATION

DOCUMENTATION TO CATAPILLAR .....

LINE 510.....CATAPILLAR
LINE 550.....POINTS TABLE
LINE 600.....POISON MUSHROOMS!!
LINE 605.....CONTROLS
LINE 650....A. SCORE
B. HIGH SCORE

SNAKE TRAP

THIS PROGRAM WAS ENTERED BY LEE TAIT AND ALTHOUGH I HAVEN'T SEE IT IN ACTION MY FRIENDS TELL ME IT IS SIMPLE IN DESIGN YET EFFECTIVE IN PRACTICE .SO I HAVE INCLUDED IT IN THE NEWSLETTER IN THE HOPE THAT YOU ENJOY PLAYING IT .

```
4 REM SNAKE TRAP
5 REM BY LEE TAIT
6 CLS:PRINT"                    [illegible]"
7 PRINT" THIS IS A TWO PLAYER GAME IN"
10 PRINT " WHICH PLAYERS CONTROL A SNAKE."
12 PRINT" THE OBJECT OF THE GAME IS TO"
15 PRINT" FORCE YOUR OPPONENT TO HIT THE"
17 PRINT"OBSTACLES 5 TIMES.THE OBSTACLES"
20 PRINT"  ARE YOUR OPPONENTS TAIL,YOUR"
23 PRINT"   OWN TAIL,AND THE WALLS."
24 PRINT" YELLOW SNAKES    BLUE SNAKES"
25 PRINT"   CONTROLS        CONTROLS"
26 PRINT"   W - UP          O - UP"
27 PRINT"   A - LEFT        K - LEFT"
28 PRINT"   S - RIGHT       L - RIGHT"
29 PRINT"   Z - DOWN        , - DOWN"
30 INPUT"     ARE YOU READY";A$
31 IFA$<>"Y"THEN5
34 MODE(1)
35 FORF=0TO127:SET(F,0):SET(F,63):NEXTF
40 FORG=0TO63:SET(0,G):SET(127,G):NEXTG
50 X=32:Y=32:Y1=1:X1=0:A=96:B=32:B1=1:A1=0:S1=0:S2=0
60 A$=INKEY$:IFA$="S"THENX1=1:Y1=0
65 IFA$="L"THENA1=1:B1=0
70 IFA$="Z"THENX1=0:Y1=1
75 IFA$=","THENA1=0:B1=1
80 IFA$="A"THENX1=-1:Y1=0
85 IFA$="K"THENA1=-1:B1=0
90 IFA$="W"THENX1=0:Y1=-1
95 IFA$="O"THENA1=0:B1=-1
100 IFA$="A"THENX1=-1:Y1=0
105 IFA$="K"THENA1=-1:B1=0
110 IFA$="W"THENX1=0:Y1=-1
115 IFA$="O"THENA1=0:B1=-1
120 IFX<126ANDX>1THENX=X+X1:IF A<125ANDA>1THENA=A+A1
122 IFY<62ANDY>1THENY=Y+Y1:IFB<62ANDB>1THENB=B+B1
125 IFPOINT(X,Y)=3ORPOINT(X,Y)=2ORPOINT(X,Y)=4 THENGOSUB200
130 IFPOINT(A,B)=2ORPOINT(A,B)=3ORPOINT(A,B)=4 THENGOSUB250
150 COLOR3:SET(A,B):COLOR2:SET(X,Y)
```

```
155 IFS1=5THEN170
160 IFS2=5THEN185
165 GOTO60
170 CLS:PRINT:PRINT:IFS1=5THENPRINT"        PLAYER TWO WINS!!"
175 SOUND31,1;1,1;31,1;1,1
180 GOTO270
185 CLS:PRINT:PRINT:IFS2=5THENPRINT"        PLAYER ONE WINS!!"
190 SOUND31,1;1,1;31,1;1,1
195 GOTO270
200 SOUND1,1:S2=S2+1
210 RETURN
250 SOUND31,1:S1=S1+1
260 RETURN
270 PRINT:PRINT:PRINT
280 INPUT"          ANOTHER GAME";A$
290 IFA$="Y"THENRUNELSEEND
```

VZ-200 BOOK LISTING

THESE BOOKS ARE CURRENTLY AVAILABLE AT ALL LEADING DICK SMITH ELECTRONICS OUTLETS .SOME YOU'LL FIND ARE GOOD WHILE OTHERS YOU MIGHT FIND BORING AND A WASTE OF YOUR MONEY .I HAVE BEEN LOOKING AT SOME OF THE BOOKS AND AMONG THE LOT I HAVE FOUND THAT THE BEST GAMES PROGRAMMING BOOK TO BE ' GIANT BOOK OF GAMES ' BY TIME HARTNELL AND GLEN PRINGLE .THE ONLY TECH--NICAL BOOK AVAILABLE IS THE 'TECHNICAL REFERENCE MANUAL FOR THE VZ-200 ' ,AND ALTHOUGH IT MAY ALL LOOK JAPANESE TO ME I HAVE BEEN INSTRUCTED TO WRITE THAT IT IS GOOD FOR ANYONE WHO WISHES TO MAKE HOME--BREW HARDWARE .

A BOOK I WOULD KEEP AWAY FROM IS THE 'INTRODUCTION TO COMPUTING ' WHICH IS REALLY LIKE THE BASIC MANUAL WITH DEMONSTRATIONAL PROGRAMS EXPLAINING VARIOUS COMMANDS IN BASIC .A RATHER POOR ATTEMPT AT A SERIOUS SUBJECT BEING THE CONTROL AND PROGRAMMING OF A MICRO-COMPUTER .

COSTS :

GIANT BOOK OF GAMES.....B-7210.....$ 9.95
FURTHER PROGRAMMING.....B-7208.....$ 9.95
GETTING STARTED.....B-7206.....$ 9.95
FIRST BOOK OF PROGRAMS....B-7202.....$ 6.95
INTRODUCTION TO COMPUTING.B-7200.....$ 9.95
SECOND BOOK OF PROGRAMS...B-7203.....$ 6.95
TECHNIC. REFERENCE MANUAL.B-7204.....$ 9.50

LUIGI CHIODO
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RESERVOIR. 3073
VICTORIA.

COMMENTS :

NAME :

ACKNOWLEDGEMENT FORM

VZ-200 SOFTWARE.

THE SOFTWARE RANGE IS NOW AT ITS PEAK WITH MANY TITLES BECOMING AVAILABLE EVERY MONTH.THE LISTING BELOW SHOWS YOU THE SOFTWARE.

CAT.	RAM.	SOFTWARE TITLE.
GAMES.....		
7231	24	MATCHBOX
7232	8	POKER
7233	24	HANGMAN
7234	8	SLOT MACHINE.
7235	24	BLACKJACK.
7236	8	CIRCUS.
7237	24	BIORHYTHM.
7238	24	HORSE RACING.
7239	8	VZ INVADERS.
7240	24	DYNASTY DERBY.
7242	8	VZ GHOSTHUNTER.
7243	24	HOPPY.
7244	24	SUPER SNAKE.
7245	8	KNIGHTS/DRAGONS.
7254	8	TENNIS.
7255	8	CHECKERS.
7256	8	PLANET CONTROL.
	24	DEFENCE PENETRATOR.
	24	ASTERIODS.
	24	STAR BLASTER.
	24	AIR TRAFFIC CONTOLLER.
BUSINESS.....		
7251	24	PORTOFOLIO MANAGEMENT.
7252	8	DISC. FLOW ANALYSIS.
7253	24	FINANCIAL.
7280	8	HEX UTILITIES.
	8	CHEQUE FAMILY BUDGET.
EDUCATIONAL.....		
7251	8	STATISTICS 1.
7252	24	STATISTICS 2.
7253	24	MATRIX.
7254	24	GOLF/TENNIS.
7255	24	INTRO. TO BASIC.
7256	24	ELEMENTARY GEO.
7257	24	SPEED READING.
7258	8	TYPING TEACHER.
	8	FLASHCARD 1 & 2.
	8	FLASHCARD 3 & 4.
	8	FUN PACKAGE.
	8	MATH FUN.

LANDERS 2000

THIS PROGRAM HAS BEEN ENTERED BY NICK SARAFOUDIS AND THE GAME IS QUITE GOOD ,WITH BOTH SOUND AND GRAPHICS .I RECEIVE MANY PROGRAMS WHICH COULD BE A PART OF THE SOFTWARE AVAILABLE FOR THE VZ-200 . THIS IS ONE SUCH GAME .THE WRITER HAS PUT ALOT OF EFFORT INTO THIS AND I CAN SEE IT BEING A POSSIBLE WINNER .NICK WON THE LAST COMPETITION AND HE JUST MIGHT TAKE IT OFF AGAIN .THE PRIZE ,IN CASE SOMEONE IS INTERESTED IS A CASIO PB-100 HANDHELD COMPUTER . THE VALUE AS RETAIL IS $ 80.00 .THE PROGRAM IS OF AVERAGE LENGTH SO EVERYONE CAN HAVE A GO .
A LISTING OF THE INVERSE TEXT USED IS SUPPLIED .

```
10 REM LANDERS 2000
15 REM BY NICK SARAFOUDIS (17/2/84)
17 POKE30862,80:POKE30863,52
20 BA=30479:B2=30447:EN=28768+RND(23)+2:V=121:SH=3
30 GOSUB1000:GOSUB2000
35 G=0:POKEEN,0:POKEEN+31,0:POKEEN+33,0
40 EN=28768+RND(23)+2
100 P=PEEK(28416)
110 IFP=223,POKEBA,0:POKEB2,0:BA=BA-1:B2=B2-1
111 IFBA<30466,BA=30466
115 IFB2<30434,B2=30434
120 IFP=247,POKEBA,0:POKEB2,0:BA=BA+1:B2=B2+1
121 IFBA>30493,BA=30493
125 IFB2>30461,B2=30461
127 IFN=1,130ELSEIFP=251,GOSUB500
130 POKEBA,191:POKEB2,20
145 POKEEN,0:POKEEN+31,0:POKEEN+33,0
150 DA=RND(2):IFDA=2,EN=EN+32
160 DR=RND(3)-RND(3)
170 IFPEEK(EN+29)=160,EN=EN+3
175 IFPEEK(EN+28)=160,EN=EN+3
180 IFPEEK(EN+35)=10,EN=EN-3
185 IFPEEK(EN+36)=10,EN=EN-3
187 IFPEEK(EN+64)=170,5000
189 EN=EN+DR
190 POKEEN,121:POKEEN+31,106:POKEEN+33,169
200 GOTO100
500 FORF=B2-32TOEN-32STEP-32
505 IFF=EN,GOSUB600:GOTO550
510 POKEF,20
540 POKEF+32,0
545 NEXT
546 IFF=(EN-63)ORF=(EN-33),M1=M1+1:IFM1=3,GOSUB600:G=1:GOTO550
550 POKEF+32,0:IFG=1ORC=1THEN35
555 COLOR4:FORH=4TO1STEP-1:SET(V-H,60):NEXT
556 V=V-4:IFV<44,N=1:COLOR,1
560 RETURN
600 M1=0:GOSUB6000:SOUND31,1
605 FD=FD+1:SC=SC+RND(100)
607 IFFD=10*M,V=121:GOSUB900:GOSUB2000
610 G=1:RETURN
800 GOSUB4000
```

```
804 IFSH=1,COLOR,1:FORI=1TO50:MODE(1):PRINT:A=USR(0):NEXT
806 SH=SH-1:M=M-1:N=0
807 COLOR,0
810 IFSH<1THEN3000ELSEV=121:GOSUB900:GOSUB2000:GOTO35
900 M=M+1
902 CLS
905 PRINT"   [illegible]"
910 PRINT@256,"[illegible]",M
920 PRINT@192,"[illegible]",SH
930 PRINT@320,"[illegible]"
935 PRINT@352,"[illegible]",FD
940 PRINT@128,"[illegible]",SC
945 FORI=1TO3000:NEXT
950 RETURN
1000 CLS
1010 PRINT"    [illegible]"
1020 PRINT"   IN THIS GAME YOU ARE EQUIPPED";
1025 PRINT"WITH 3 LASER BASES, IN WHICH YOU";
1030 PRINT"MUST USE, TO WIPE OUT ANY "
1035 PRINT"LANDERS WHICH MAY COME YOUR WAY.";
1040 PRINT"   THE ONLY WAY TO DESTROY THE"
1045 PRINT"LANDERS IS BY AIMING YOUR LASER"
1050 PRINT"AT THE MIDDLE OF THE SHIP, OR"
1055 PRINT"HITTING THE LANDER'S WINGS "
1060 PRINT"THREE TIMES."
1070 PRINT"   IN EACH MISSION, THERE ARE"
1075 PRINT"10 LANDERS IN WHICH YOU MUST"
1080 PRINT"DESTROY. IF ANY LANDER LANDS"
1085 PRINT"ON THE GROUND, YOU BASE EXPLODES";
1090 PRINT"IMMEDIATELY"
1100 PRINTTAB(4)"[illegible]";
1120 K$=INKEY$:
1130 K$=INKEY$:IFK$=""THEN1130
1140 CLS
1150 PRINTTAB(11)"[illegible]"
1160 PRINT:PRINTTAB(7)"<<<< [illegible]    [illegible] >>>>"
1170 PRINTTAB(7)"LEFT        RIGHT"
1180 PRINTTAB(13)"FIRE":PRINTTAB(12)"^^^^^^"
1190 PRINTTAB(11)"[illegible]"
1195 PRINT:PRINT:PRINTTAB(4)"[illegible]"
1200 K$=INKEY$
1210 K$=INKEY$:IFK$=""THEN1210
1900  GOSUB900:RETURN
2000 MODE(1):FORI=28672 TO 30688STEP32
2010 POKEI,160:POKEI+31,10
2020 NEXT
2030 FORI=28672TO28703
2040 POKEI,170:POKEI+2016,170:POKEI+1824,170
2050 NEXT
2060 FORI=1TO100
2070 X=RND(128)-1:IFX<5ORX>124,2070
2080 Y=RND(64)-1:IFY<2ORY>50,2080
2090 COLORRND(4)
2100 SET(X,Y) :NEXT
2105 COLOR2
2110 FORI=0TO4:SET(4,58+I):SET(9,58+I):SET(12,58+I):SET(15,58+I)
2120 SET(20,58+I):SET(26,58+I)
2130 NEXT
2140 FORI=0TO1:SET(5+I,58):SET(5+I,60):SET(5+I,62)
2150 SET(10,59):SET(11,60):SET(16+I,58):SET(16+I,60)
```

```
2160 SET(16+I,62):SET(21+I,58):SET(21+I,60):SET(27+I,58)
2170 SET(27+I,62):SET(28,61-I):SET(32+I,58+I):SET(36-I,58+I)
2175 SET(34,61+I):SET(34,60):NEXT
2180 SET(22,61):SET(23,62):SET(23,59):SET(29,60)
2190 FORI=41TO120:SET(I,60):NEXT
2200 POKEBA,191:POKEB2,40
2210 RETURN
3000 GOSUB902:FORI=1TO3000:NEXT:CLS
3010 IFSC>HSTHENHS=SC:GOTO3100
3020 GOTO3200
3100 PRINT@4,"[illegible]"
3110 PRINT"YOU HAVE BEATEN THE HIGH SCORE"
3120 PRINT"PLEASE ENTER YOU NAME":INPUTA$:A$=LEFT$(A$,10)
3130 GOTO3200
3200 CLS
3205 PRINT"   [illegible]"
3210 PRINT@67,"[illegible]",HS
3220 PRINT,A$
3225 PRINT:PRINT
3240 PRINT"YOUR SCORE",SC
3245 PRINT
3250 PRINT"LANDERS"
3255 PRINT"DESTROYED",FD
3256 PRINT
3260 PRINT"MISSIONS",M
3270 PRINT:PRINT:PRINT
3360 PRINTTAB(4)"[illegible]";
3370 K$=INKEY$
3380 K$=INKEY$:IFK$=""THEN3380
3390 G=0:N=0:FD=0:SC=0:M=0:GOTO20
4000 FORC=1TO4:FORI=0TO6:B=RND(255)
4005 POKEBA-(32*I),B:POKEBA-(31*I),B
4007 POKEBA-(33*I),B:POKEBA+(32*I),B
4010 POKEBA+(33*I),B:POKEBA+(31*I),B
4020 A=USR(0)
4022 POKEBA-(32*I),0:POKEBA-(31*I),0
4023 POKEBA-(33*I),0:POKEBA+(32*I),0
4024 POKEBA+(33*I),0:POKEBA+(31*I),0:POKEBA,0
4025 NEXT:NEXT
4030 FORI=1TO1000:NEXT:RETURN
5000 POKEEN,121:POKEEN+31,106:POKEEN+33,169
5001 FORI=1TO5:SOUND10,1:SOUND31,3:NEXT
5003 POKEEN,0:POKEEN+31,0:POKEEN+33,0
5005 IFEN+32>BA,EN=EN-1:GOTO5050
5010 IFEN+32<BA,EN=EN+1:GOTO5050
5020 IFEN+32=BATHEN5100
5050 POKEEN,121:POKEEN+31,106:POKEEN+33,169
5060 GOTO5003
5100 GOTO800
6000 FORI=0TO2:B=RND(255)
6005 POKEEN-(32*I),B:POKEEN-(31*I),B
6007 POKEEN-(33*I),B:POKEEN+(32*I),B
6010 POKEEN+(33*I),B:POKEEN+(31*I),B
6015 NEXT
6020 FORI=0TO2
6022 POKEEN-(32*I),0:POKEEN-(31*I),0
6023 POKEEN-(33*I),0:POKEEN+(32*I),0
```

```
6024 POKEEN+(33*I),0:POKEEN+(31*I),0:POKEEN,0
6025 NEXT
6030 FORI=1TO100:NEXT:RETURN
```

INVERSE TEXT DOCUMENTATION

```
LINE 905......L A N D E R S  2 0 0 0
     910......MISSIONS
     920......SHIPS
     930......LANDERS
     935......DESTROYED
     940......SCORE
     1010.....L A N D E R S  2 0 0 0
     1100.....PRESS ANY KEY TO CONT.
     1150.....CONTROLS
     1190.....CTRL KEY
     1195.....PRESS ANY KEY TO START
     3100.....CONGRATULATIONS!!!!
     3205.....L A N D E R S  2 0 0 0
     3210.....HIGH SCORE
     3360.....PRESS ANY KEY TO START
```

VZ-200 USERS GROUP ADDRESS :

C/- LUIGI CHIODO

24 DON STREET.

RESERVOIR. 3073

VICTORIA.

IN THE NEXT ISSUE I WILL CONTINUE WITH OUR NORMAL FEATURES ,SO PLEASE EXCUSE THE TIME NEEDED TO PUT OUT THIS NEWSLETTER BUT I DO PROMISE THE NEXT WILL BE BIGGER ,BRIGHTER AND BETTER .

FINANCIAL REVIEW

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EACH SUBSCRIPTION.........$ 10.00
COST PER NEWSLETTER...............$ 1.50
NUMBER OF ISSUES..................   10
TOTAL PER.................        $15.00
LOSS TO GROUP PER SUBS....$  5.00
```

AS YOU CAN SEE BY THIS SMALL REVIEW THE GROUP IS AT A LOSS ,BUT WITH THE CORRECT MANAGEMENT I SHALL HAVE US BACK ON OUR FEET SOON .I HOPE YOU CAN BEAR WITH ANY INCONVIENCES PUT TO YOU IN THIS TIME.

EDITOR.